



# Visual Statement Training

## 4 Day Advanced Collision/Crime Scene Diagramming/ 3D Animation Course

Software used:



### Day 1

08:00

#### Intro

Introductions, review of qualifications, course objectives, time constraints

08:30

#### Intro to Vistafx2

History of FX3 Newest Version features

10:00

#### Exercise One

Intro to FX3, navigation, menus, options, settings, rapid diagramming, SmartRoads, Scene Wizard, Smart Scenes, Templates, Exporting to Word, Powerpoint, Importing from other CAD programs. Printing to scale

12:00

#### Lunch

13:00

#### Exercise Two

Use SmartRoads, Plotting coordinate measurements to templates, line coding, downloading, overlaying, placing evidence, damaging vehicles to scale, using vehicle specs database,

15:00

#### Exercise Three

Creating curved roadways with SmartRoads, Scene Wizard and Adding Parallel Arcs. Editing line colors, widths, styles, dash spacing, placing evidence at scene. Printing to scale, print tiling.

16:00

#### End Day One

Review of day one, if required.

### Day 2

08:00

#### Exercise Four

Importing dxf files, downloading pts files, damaging, converting lines to 3D drawing shapes. Intro to 3D diagramming, using 3D preview, yaw pitch and roll. Picture in picture capture.

09:00

#### Exercise Five

Building construction to scale – SmartRooms. Assigning multiple measurement logs ( room by room measurements ). Navigation in 3D, 3D snapshots, placing bullet trajectories. Creating multi level buildings, assigning windows, doors, wall textures, pictures on walls.

10:30

#### Exercise Six

Download total station file in 3D. Merge baseline measurements to total station measurements, terrain modeling, surface texturing, advanced measurement log properties. Exporting and printing measurements.

11:30

#### Review Exercise Six

12:00

#### Lunch

13:00

#### Exercise Seven

Introduction to Vista Crash – Momentum analysis. Review momentum theory. Application of tool in real cases. Sensitivity analysis, results verification, converting momentum results to 3D Animation.

15:00

#### Exercise Seven

Review Q & A.

16:00

#### Class Dismissed

Instructor available for review topics

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### Day 3

08:00

#### Exercise Eight

3D Roadway construction, using elevation points, surfacing in preparation for 3D animation

09:30

#### Exercise Nine

Air Photo or Hawkeye rectified picture insertion to scale

10:30

#### Exercise Ten

Intro to Animation, creating single vehicle and 2 vehicle accidents

12:00

#### Lunch

13:00

#### Exercise Ten

Using animation properties dialogue, yaw pitch roll, deceleration, cameras

15:00

#### Exercise Eleven

Download file, momentum analysis, convert to 3D animation, controlling path rotations

16:00

#### Class Dismissed

Instructor available for review

### Day 4

08:00

#### Exercise Eleven

reviewed Change environmental conditions

09:00

#### Exercise Twelve

Exponent staged crash. Momentum and precision pathing to emulate crash results

11:00

#### Pedestrian collisions

Animating ped crashes, yaw pitch and roll

12:00

#### Lunch

13:00

#### Crime scene animations

Using walking models.

14:00

#### Multiple crash animations

Setting timing for multiple crashes, setting light timing, showing damaging of cars after impact

15:00

#### Exporting animations

Creating .avi files or .exe files from FX3 animations

16:00

#### Class Dismissed

Certificates, evaluations